IGS®

CAPTAIN JACK 2

Operator Manual
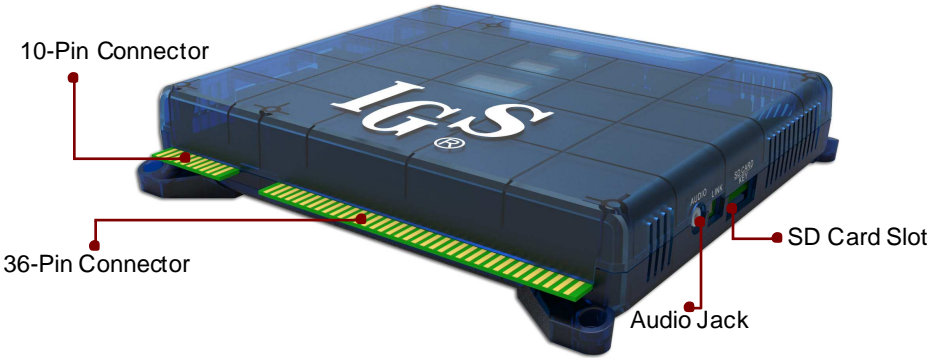
Table of Contents

1. Hardware

Hardware Connection

10-Pin Connector

36-Pin Connector

SD Card Slot

Audio Jack

A. RS-232
Connects to optional Citizen printer/ticket dispenser.
* Use Belkin #F2L044 (serial printer cable/null modem) for Citizen printer.

DIP Sw 2

DIP Sw 1
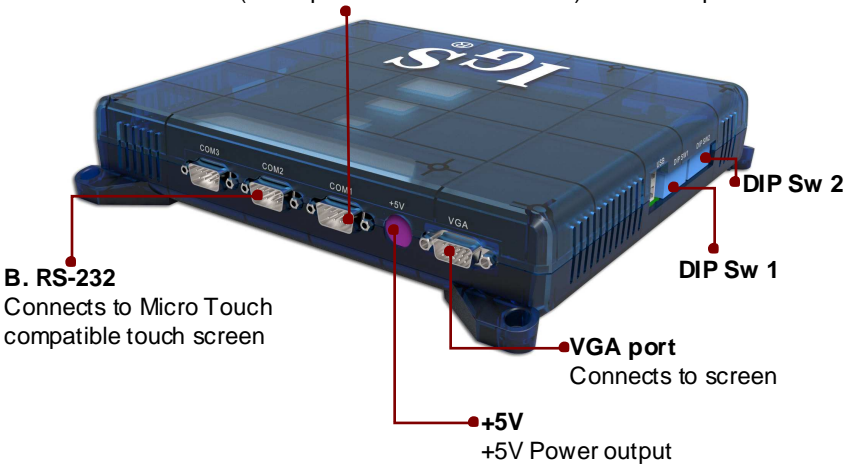
B. RS-232
Connects to Micro Touch
compatible touch screen

VGA port
Connects to screen

+5V
+5V Power output

Connecting Touch Panel (Optional)

Type A

Power +5V Connector   Monitor Connector
(Female)   (15PIN Female)

- Refer to the diagram below to connect the touch screen.
- After the connection, remember to adjust the **Pin 1** of **DIP SW2** to **ON** to enable touch mode.

First Screen

PC Board

VGA port

Touch Panel

+5V Power Connect

Touch Panel Controller

Connection Diagram

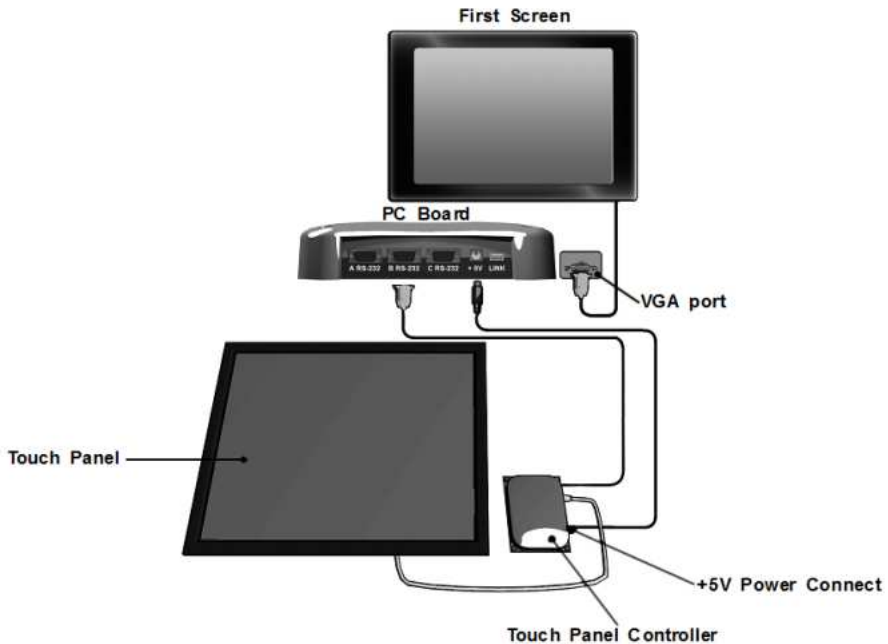| 36 Pins (6 Buttons)				10 Pins (6 Buttons)		
PARTS SIDE		SOLDER SIDE		PARTS SIDE		SOLDER SIDE
	1			GND	1	GND
SPEAKER_R	2			GND	2	GND
SPEAKER_L	3	GND		+5V	3	+5V
	4			+5V	4	+5V
	5			+12V	5	+12V
	6			HOP-VCC	6	
TICKET OUT	7			TICKET SSR	7	
TICKET SWITCH	8				8	
START / ALL STOP	9			GND	9	GND
STOP4/SMALL/HELP	10			GND	10	GND
STOP5/PLAY	11					
STOP1/TAKE	12					
STOP3/DOUBLE/SELECT LINE	13					
	14					
	15					
STOP2/BIG/HOLD PAIR	16					
	17					
COIN A	18	KEY IN				
	19	COIN C				
RECORD	20	TEST				
	21	KEY OUT/PRINTER OUT				
	22					
COIN A METER	23					
KEY IN METER	24					
	25					
COIN C METER	26					
OUT METER	27					
	28					
LAMP: START/ALL STOP	29					
LAMP: STOP4/SMALL/HELP	30					
LAMP: STOP5/PLAY	31	LAMP: COUNT				
LAMP: STOP1/TAKE	32					
LAMP: STOP3/DOUBLE/SELECT LINE	33					
LAMP: STOP2/BIG/HOLD PAIR	34					
	35					
GND	36	GND				

DIP Switch Settings

DIP SWITCH 1		1	2	3	4	5	6	7	8
SLAVE ID	1	OFF	OFF	OFF	OFF	OFF			
	2	ON	OFF	OFF	OFF	OFF			
	3	OFF	ON	OFF	OFF	OFF			
	4	ON	ON	OFF	OFF	OFF			
	5	OFF	OFF	ON	OFF	OFF			
	6	ON	OFF	ON	OFF	OFF			
	7	OFF	ON	ON	OFF	OFF			
	8	ON	ON	ON	OFF	OFF			
	9	OFF	OFF	OFF	ON	OFF			
	10	ON	OFF	OFF	ON	OFF			
	11	OFF	ON	OFF	ON	OFF			
	12	ON	ON	OFF	ON	OFF			
	13	OFF	OFF	ON	ON	OFF			
	14	ON	OFF	ON	ON	OFF			
	15	OFF	ON	ON	ON	OFF			
	16	ON	ON	ON	ON	OFF			
	17	OFF	OFF	OFF	OFF	ON			
	18	ON	OFF	OFF	OFF	ON			
	19	OFF	ON	OFF	OFF	ON			
	20	ON	ON	OFF	OFF	ON			
	21	OFF	OFF	ON	OFF	ON			
	22	ON	OFF	ON	OFF	ON			
	23	OFF	ON	ON	OFF	ON			
	24	ON	ON	ON	OFF	ON			
		OFF	OFF	OFF	ON	ON			
		ON	OFF	OFF	ON	ON			
		OFF	ON	OFF	ON	ON			
		ON	ON	OFF	ON	ON			
		OFF	OFF	ON	ON	ON			
		ON	OFF	ON	ON	ON			
		OFF	ON	ON	ON	ON			
		ON	ON	ON	ON	ON			
LINK MODE	SINGLE								OFF
	LINK								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
TOUCH	NO	OFF							
	YES	ON							

36 & 10 PIN Button Layout

6 Buttons

TAKE STOP1	BIG STOP 2 (HOLD)	DOUBLE STOP 3 (SELECT LINE)	SMALL STOP 4 (HELP)	PLAY STOP 5	START ALL STOP TAKE
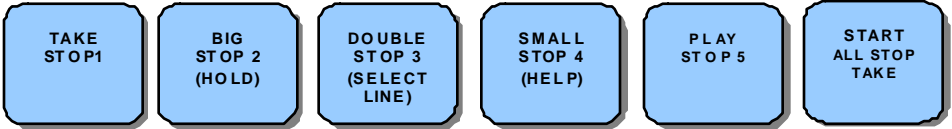
Solving Ticket SSR Error

After powering on the machine, if the ticket dispenser keeps working and can't be stopped, it could be that the Ticket SSR's jump setting is incorrect.

How to solve:

1. Locate the Ticket SSR jump (JP5) on the PC board. Then identify current TICKET SSR is at HIGH ACTIVE or LOW ACTIVE.

2. Change to use the alternative JP5 setting.

JP5	Low Active	3 2 1	Short pins 1-2
	High Active (Default)	3 2 1	Short pins 2-3

Reset

1. Power off the machine and then power on.

2. Press and hold the 【TEST】 button until the game enters the **CHECKING SYSTEM** page.

3. Enter the 「TEST」 page.

4. Press the 【PLAY】 button to enter the 「TEST 2」 PAGE (PAGE 2).

5.   Press the【**STOP3**】button to enter the「**RESET**」page.

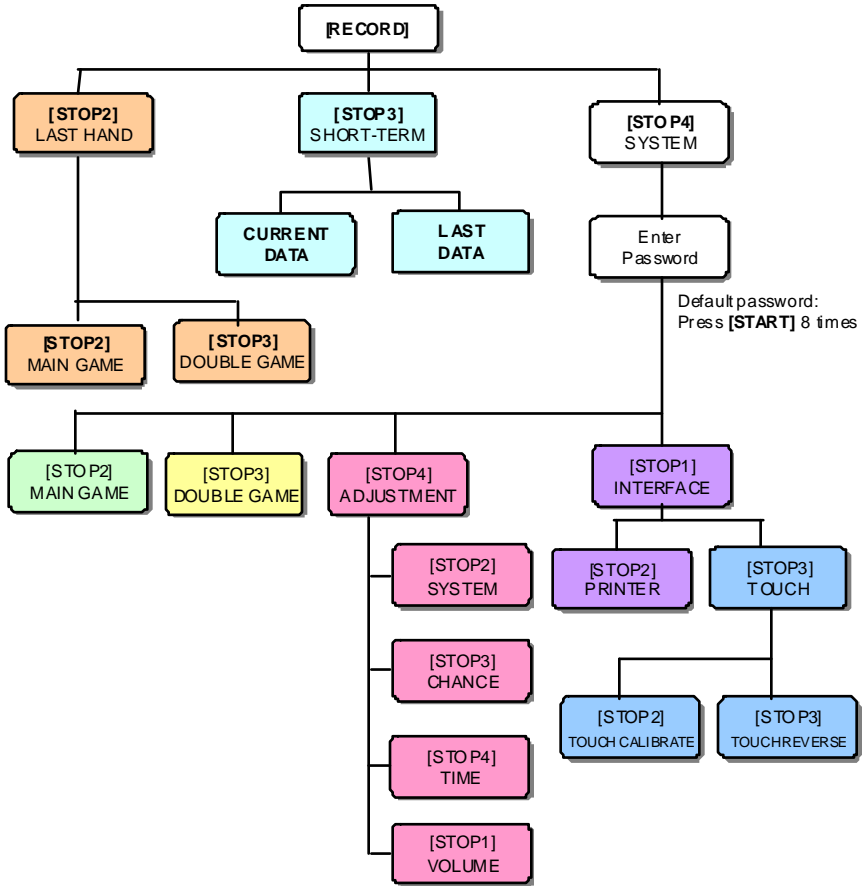6.   Press the【**PLAY**】button to **RESET** the game to default value.

7. Press the 【**PLAY**】 button again to confirm **RESET** or press **ANY** button to EXIT.

8. After **RESET** is completed, it displays **SYSTEM RESET COMPLETED** on the screen.

9. Power off the machine and then power on to complete the Reset procedure.

2. Bookkeeping & Adjustment

Access Flow Chart

```
                              ┌──────────────┐
                              │  [RECORD]    │
                              └──────────────┘
        ┌──────────────────────────┼──────────────────────────┐
┌──────────────┐          ┌──────────────┐          ┌──────────────┐
│ [STOP2]      │          │ [STOP3]      │          │ [STOP4]      │
│ LAST HAND    │          │ SHORT-TERM   │          │ SYSTEM       │
└──────────────┘          └──────────────┘          └──────────────┘
        │              ┌──────────┴──────────┐              │
        │       ┌──────────────┐  ┌──────────────┐  ┌──────────────┐
        │       │ CURRENT      │  │ LAST         │  │ Enter        │
        │       │ DATA         │  │ DATA         │  │ Password     │
        │       └──────────────┘  └──────────────┘  └──────────────┘
        │                                        Default password:
        │                                        Press [START] 8 times
┌──────────────┐  ┌──────────────┐
│ [STOP2]      │  │ [STOP3]      │
│ MAIN GAME    │  │ DOUBLE GAME  │
└──────────────┘  └──────────────┘
```

┌──────────────┐ ┌──────────────┐ ┌──────────────┐   ┌──────────────┐
│ [STOP2]   │ │ [STOP3]   │ │ [STOP4]   │   │ [STOP1]   │
│ MAIN GAME   │ │ DOUBLE GAME │ │ ADJUSTMENT   │   │ INTERFACE   │
└──────────────┘ └──────────────┘ └──────────────┘   └──────────────┘

┌──────────────┐   ┌──────────────┐ ┌──────────────┐
│ [STOP2]   │   │ [STOP2]   │ │ [STOP3]   │
│ SYSTEM   │   │ PRINTER   │ │ TOUCH   │
└──────────────┘   └──────────────┘ └──────────────┘

┌──────────────┐   ┌──────────────┐ ┌──────────────┐
│ [STOP3]   │   │ [STOP2]   │ │ [STOP3]   │
│ CHANCE   │   │ TOUCH CALIBRATE│ │ TOUCH REVERSE│
└──────────────┘   └──────────────┘ └──────────────┘

┌──────────────┐
│ [STOP4]   │
│ TIME   │
└──────────────┘

┌──────────────┐
│ [STOP1]   │
│ VOLUME   │
└──────────────┘

System Settings

ITEMS	SETTING SELECTION	DEFAULT
MAX. LINE PLAY	2, 4, 8, 10, 15, 20	20
MIN. PLAY (TOTAL)	1, 5, 10, 15, 25, 50, 75, 100, 125, 150	25
MIN. PLAY FOR JACKPOT	1, 5, 10, 15, 25	25
JACKPOT MAX	15000, 20000, 50000, 70000, 100000, 150000, 200000	50000
COIN RATE		25
KEY IN RATE		100
KEY OUT RATE	1,4,5,10,15,20,25,50,75,100,200,375,500,1000	100
TICKET RATE		500
GAME TICKET	1,2,3,4,5,8,10,CONTINUES	CONTINUES
INTERFACE	DISPENSER , PRINTER ,ATTENDANT	PRINTER
PRINTER COMMAND	CBM1 , ESC/POS , ESC/POS2 , STAR	CBM1
DISPLAY	CREDIT, 1C, 5C, 10C, 20C, 25C, 50C, $1	CREDIT
SYSTEM LIMIT	NO, YES	NO
AUTO TICKET	NO, YES	NO
DEMO MUSIC	NO, YES	YES
NON-STOP	NO, YES	NO
PASSWORD	NO, YES	NO
ODDS TABLE	NO, YES	YES
SCORE BOX	NO, YES, 10X	NO
PLAY SCORE	NO, YES	YES
HAND COUNT	NO, YES	NO
HOLD PLAY	NO, YES	YES
AUTO PLAY	NO, YES	YES
DOUBLE GAME	NO, YES	YES
JACKPOT MODE	PROGRESSIVE, RANDOM	PROGRESSIVE

Chance Settings

ITEMS	SETTING SELECTION	DEFAULT
MAIN GAME LEVEL	LEVEL1(Easiest), LEVEL2,LEVEL3, LEVEL4,LEVEL5,LEVEL6(Hardest)	LEVEL 6
DOUBLE GAME LEVEL	85%, 90%, 95%	95%

Touch Screen Calibration
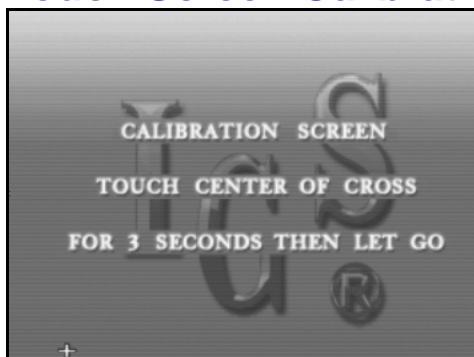
1. If a touch screen is connected, press **[RECORD]> [SYSTEM]>[INTERFACE]> [TOUCH]** and follow the on-screen prompts to enter the calibration screen.

2. Touch center of the cross on the screen for 3 seconds.

3. Follow the cross when it moves till the calibration is completed.

3. Game Introduction

Features

- 25 Lines.
- Win paid from left to right and right to left to increase the winning possibility.
- Max. Win up to 500,000.
- Touch screen / Auto play support.
- Hold Pair Feature: When there is no win in a game, a player can press Hold Pair button to keep the desired symbol and then re-spin again with the same played amount

Main Game

Captain Jack2 is a 5 Reels & 25 Lines game

3 sets of Jackpots

25 Lines

Credit

Symbol Zone

Golden Cannon Feature

- Golden Cannon feature will be triggered when symbol appears in a game.

- The main game symbols hit by the pirate ship will be replaced by the displayed symbol on the pirate ship.

Wild Wave Feature

- Wild Wave Feature will be randomly triggered in a game and the symbols

  flushed by sea wave will be replaced by .

Scatter Game

- 3 symbols in a game trigger the **Scatter Game**.

- In the Scatter Game, players can select either **Bonus Game** or **Free Game**.

Bonus Game Stage 1

- ■ Players can pick any item on the screen and win prizes.

- ■ Get to enter the next stage.

- ■ The game ends when is picked.

Bonus Game Stage 2

- Select one of doors and win prizes.

- Rescue Anne and win the biggest prize in the **Bonus Game**.

- Players can select either **TAKE** or **RETRY** in the Bonus Game and there is only one chance to **RETRY**.

Free Game

- Select **FREE GAME** to enter the **FREE GAME** and 10 free spins will be awarded

- When the helm is rotating left or right, the symbols dropped in the sea will be replaced by .

- There is a chance to trigger **WILD WAVE** feature in the **FREE GAME.**

Win Rules

Encouraging Higher Play

MIN. PLAY	JACKPOT
25	100%

Odds Table

Line Chart